

## IN THE CLAIMS

1. (currently amended) A holistic game system comprising :
  - a) a dice having N number of sides, [[an N sided randomizer each with ]] each of said sides having a different graphic; and
  - b) a plurality of portable bases equal to  $(P-1) \times N$  [[objects]] in number , where P is the number of players and each graphic has  $(P-1)$  number of bases.
2. (currently amended) The holistic game system of claim 1 wherein the dice is thrown to select one [[ each]] of said N number of graphics [[is reproduced on said  $N/(P-1)$  [[bases]], and wherein the each of the P number of players stand on bases having said selected graphic, resulting in one player failing to find a base with said selected graphic to stand on, and therefore resulting in said player's elimination.
3. (original) The holistic game system of claim 1 wherein said graphics are educational.
4. (original) The holistic game system of claim 1 wherein said graphics comprises geometric shapes
5. (original) The holistic game system of claim 1 wherein said graphics are humorous
6. (original) The holistic game system of claim 1 wherein said graphics are personalized.
7. (original) The holistic game system of claim 1 wherein N is in the range between 6 and 12.
8. (original) The holistic game system of claim 1 wherein N is 6.

9. (original) The holistic game system of claim 1 wherein N is 8.
10. (original) The holistic game system of claim 1 wherein N is 12.
11. (original) The holistic game system of claim 1 wherein N is 14.
12. (currently amended) A method of playing a holistic game comprising the steps of:
- a) selecting a [[randomizer]] dice [[with N]] having N number of sides with each side having a different graphic;
  - b) making  $(P-1) \times N$  [[objects]] and reproducing said graphic of said randomizer on said  $N/(P-1)$  [[objects]] bases;
  - c) scattering in pattern or randomly arranging said [[objects]] bases on the floor ;
  - d) explaining the objectives and the rules of the game to the P number of players;
  - e) casting said [[randomizer]] dice to select a graphic;
  - f) eliminating one player having failed to select a base having the graphic;
  - g) eliminating one [[object]] base of each graphic; and
  - h) recasting said [[randomizer]] dice and eliminating another said base[[object]] of each graphic and repeating until a sole winner is identified with the same base [[object]] graphic as the latest cast of said [[randomizer]] dice graphic.
13. (original) The method of playing a holistic game of claim 12 wherein said graphics are educational.

14. (original) The method of playing a holistic game of claim 12 wherein said graphics comprise geometric shapes
15. (original) The method of playing a holistic game of claim 12 wherein said graphics are humorous.
16. (original) The method of playing a holistic game of claim 12 wherein said graphics are personalized.
17. (original) The method of playing a holistic game of claim 12 where N is in the range between 6 and 12.
18. (previously presented) The method of playing a holistic game of claim 1 where N is 6.
19. (previously presented) The method of playing a holistic game of claim 1 where N is 8.
20. (previously presented) The method of playing a holistic game of claim 1 where N is 12.